MATIAS FERNANDEZ
GAMEPLAY ENGINEER

PERSONAL INFORMATION

Portfolio: fermattdev.github.io

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Location: Monte Castro, Ciudad Autonoma de Buenos Aires, Argentina.

WORK EXPERIENCE

- **Unity Developer**
  DELTA3
  10/2018 - 05/2020
  Worked as part of the VR development team for the creation of complex machinery simulators.
  Responsibilities:
    - Implementation of user inputs for both VR controllers as well as company made VR controllers.
    - Implementation of 3D models made by the art team.
    - Implementation of new VR tools like LeapMotion and Vive Trackers
    - Performance optimization in order to reach the 90 FPS required for VR

- **Game Developer**
  Dedalord Games
  06/2020 - Today
  I Joined Dedalord as part of the Game development team. Dedalord outsources work to different companies. To which I worked for two:
    - Big Run Studios
      06/2020 - 02/2023
      Worked for multiple mobile games released to the Skillz platform. The most popular ones were Blackout Bingo and its sequel Blackout Bingo 2: Design Blast.
      Responsibilities:
        - Implementation of new Power Ups and Mechanics from the design team.
        - Implementation of music and SFX.
        - Implementation of UI Art.
        - Prototyping and kickoff of multiple gameplay and UI features.
    - SeriesAI
      02/2023 - Today

Worked as part of the Engineering team for a mobile storytelling RPG published by a big name in the industry.

Responsibilities:

- Implementation of effects and animations that can be activated through an Ink Script.
- Game HUD and UI implementation
- Prototyping and Feature Implementation.

TECHNICAL SKILLS

- **Languages:** C#, C++.
- **Software Experience:** Unity 3D, Unreal Engine, JetBrains Rider, Visual Studio, Git.
- **Team player:** Have experience working with big teams including artists, designers and QA. Providing support to each team when necessary.
- **Work well under pressure**: Experience working on bug fixing and rapid prototyping while working with short deadlines.
- **Quality work:** Always looking to write the best code possible as well as learn new ways to write clean and readable code.

EDUCATION

- **Image Campus**
  03/2016 - 12/2018
  Tecnicatura Superior en Desarrollo de Videojuegos
  Three year Degree in Game Development
- **Professional Game Development in C++ and Unreal Engine**
  01/2023 - 03/2023
  Online Unreal Engine 4 and 5 course made by Tom Looman.

LANGUAGES

- Spanish: Native speaker
- English: C1 Level (Advanced)

MISCELLANEOUS

- Favorite video games: The Legend of Zelda: Skyward Sword, Half Life 2, Pokemon HeartGold/SoulSilver, Stardew Valley, Persona 4: Golden.